

2009 YOUTH VOLLEYBALL RULES

Revised

Minnesota State High School Rules will apply with the following exceptions:

1. 10U and 12U LEVELS: When necessary, the serving line may be moved up 6 feet to 24 feet. If serving overhand, players must serve from the end line. **Net height is 6 ft. 6 in.**
2. **14U & 18U net height is 7 ft. 4 1/8 in.** 18U co-ed height is 7 ft. 11 5/8 in.
3. ROTATION: For 10U and 12U girls - You **MUST** rotate all players in the center back position (not the serving position). If a team has thirteen or more players they may split in two and rotate seven in the first game and six in the next game and so on. You may only split if you have thirteen or more.

ROTATION: For 14U and 18U girls, you may rotate all players in at the center back position or use the High School substitution rule. Whichever method of substitution is chosen; that method must be used for the **ENTIRE MATCH**. Coaches **MUST** inform the official which method of substitution they will be using, before the match begins.

ROTATION: For all **co-ed** you must use continuous rotation. Boys only rotate in for boys and girls for girls. Players enter in the center back position (not the serving position). If a team has thirteen or more players they may split in two and rotate seven in the first game and six in the next game and so on. You may only split if you have thirteen or more.

Minimum Playing Requirements: **10U/12U:** Continue to use “Continuous Rotation”. Rotation may be picked up where it was left off at the end of a given game or start with a new line up within a three-game match. **14U/18U:** Continue to use the National Federation of High School’s rotation rule with all players required to play a minimum of 10 points per game within a given three-game match.

4. MATCHES – **NEW 2009**

10U/12U Levels - Teams will play two matches per night. Three games to 15 points will constitute a match. Three games are played no matter who wins the first two (if time permits). Each game is played to 15 points or 17 by one.

14U Level - Teams will play two matches per night. Three games will constitute a match. The first & second games will go to 25 points or 27 by one. The 3rd will play to 15 points or 17 by one. All three games are played no matter who wins the first two (if time permits).

Third game must be started with 10 or more minutes left in your time slot. Ex. If the following matches are scheduled at 6:45 pm, the third game must be started by 6:35 pm.

18U Level - Teams will play two matches per night. Three games will constitute a match. The first & second games will go to 25 points or 27 by one. The 3rd will play to 15 points or 17 by one. All three games are played no matter who wins the first two (if time permits).

Rally scoring will be used for all levels, meaning a point will be awarded on every serve. Matches may not be rescheduled without prior authorization from Municipal Athletics.

5. EACH TEAM must provide a game ball -- leather for 12U and up. 10U will use a Tachikara Volley-Lite ball.

6. TEAMS MUST HAVE A **MINIMUM** OF FIVE PLAYERS to start and continue a game, (if a sixth person arrives late, they may rotate in at the center back position).

7. In the 10U, 12U and all co-ed divisions, if a player serves 5 points in a row that team must rotate. They still retain the serve, but with a new person serving.

8. A coin toss shall determine which team serves first. The referee shall designate which team is heads and tails. For succeeding games the first serve alternates. If a third game is necessary, another coin toss shall occur.

9. If/when a player leaves the court (whether due to rotational substitution or injury) they proceed to the “end” of the substitution bench/line if using continuous rotation.

TO CLARIFY A FEW HIGH SCHOOL RULES IN PLAY:

1. Player may receive serve with any part of their body; including hands. (Please note: we recommend teaching players to pass with their forearms.)
2. Team that received the first serve rotates before serving.
3. No jewelry. You CANNOT tape over earrings.
4. To begin games 2 or 3, teams may start with any rotation.
5. If the ball hits any overhead object (including the ceiling) and goes over the net, it is to be ruled “out of bounds”.
6. If a 1st or 2nd ball played hits any overhead object (including the ceiling) on their side, it may be played.